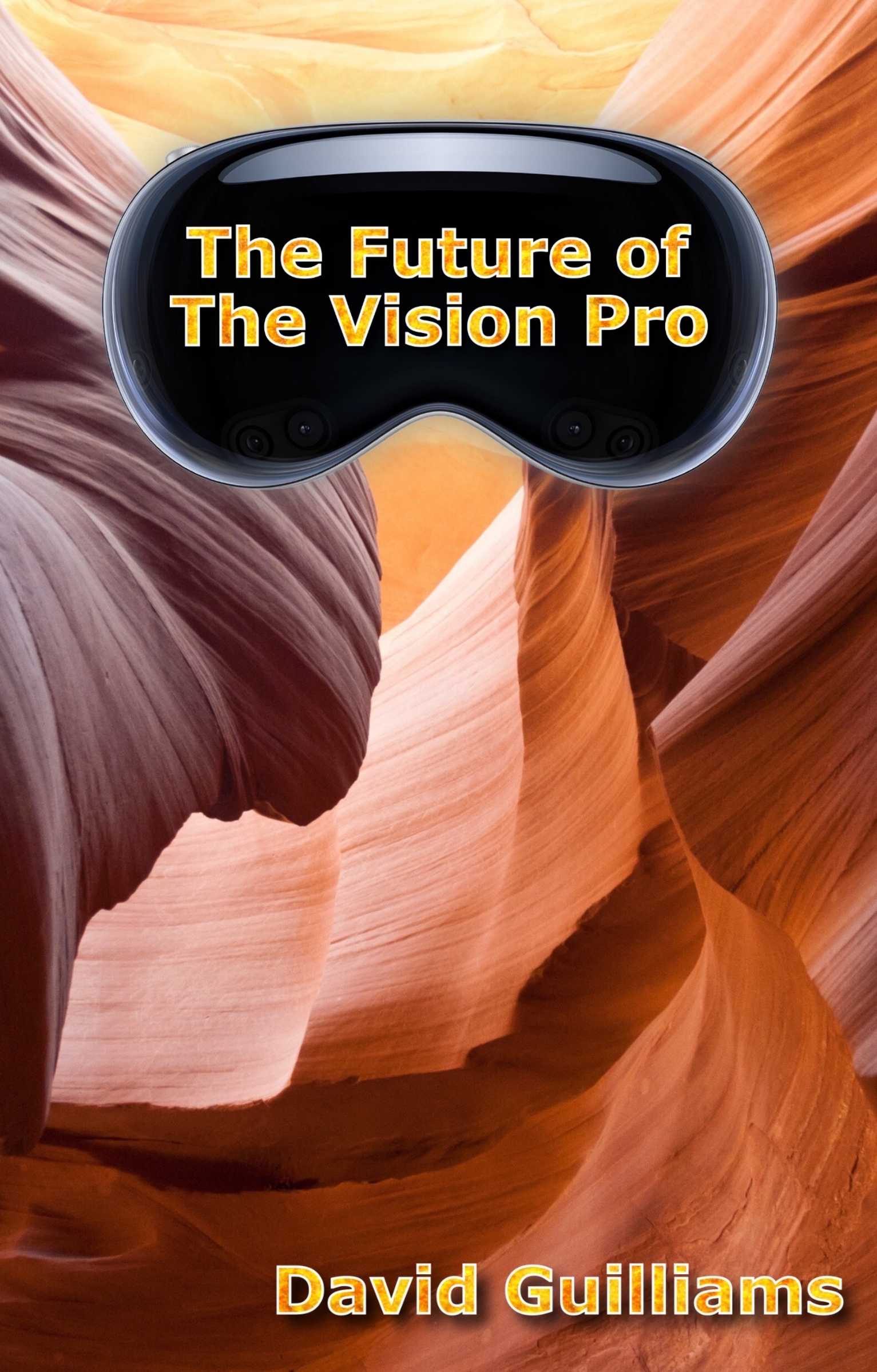
The Future of
The Vision Pro
David Guilliams

INTRODUCTION

The year 2023 will most likely be recorded in the history books as the year Apple released the Vision Pro. From what I could gather, the internet did not explode after Apple showcased this new device. Perhaps the price was too high and dampened the enthusiasm.

In a Mastodon Toot John Gruber didn't seem to mind stating that the Vision Pro was priced at a normal level. In this Toot he even mentioned it being a bargain. However, when you filter out individuals like him, it becomes easy to dismiss such messages. These messages, in this case, come from people whose income relies on promoting Apple products positively.

Personally, I'm more aligned with those who believe that Apple intentionally began with a high price, intending to offer a more affordable non-pro option later. However, it is worth noting that while this non-pro device may not be as versatile, it still caters to the needs of the majority, who are not as creatively inclined as the minority.

In reality, most people only utilize a fraction of the capabilities of their iPhones or iPads. In an ideal world, the education system would teach students about all the possibilities these devices offer, starting from the youngest possible age. More on that topic will be discussed later.

Just because a new product initially carries a steep price doesn't mean it can't be revolutionary. In the case of the Vision Pro, it is indeed a highly innovative and revolutionary product.

THE SALES PITCH

Spatial computing, that was the sales pitch from Apple for the Vision Pro, but in my opinion, it's not the right approach. The idea of a pocketless computer seems far more appealing to me. With this concept, you wouldn't have to take your computer out of your pocket when you're on the go. Unfortunately, this implies that you would have to wear the Vision Pro all day, similar to how you carry your iPhone in your pocket throughout the day. However, the initial version doesn't appear to be comfortable enough for prolonged wear, and they haven't yet solved the challenge of providing a battery that can last the entire day while being attached to the headset itself, suitable for comfortable all-day usage.

While Apple may not currently market the Vision Pro as a pocketless computer that can replace MacBooks, iPads, iPhones, and Apple Watches altogether while transitioning to spatial computing, I find that aspect highly appealing. Just imagine runners checking their progress on their Apple Watch while running; it's not the most practical thing to do. However, with a more advanced generation of the Vision Pro, you could check your progress naturally while keeping your eyes on the road. I'm not sure but I think the Vision Pro offers ample space to display information without obstructing your field of vision while walking, running, or even driving. There will likely be new traffic regulations specifying what you can and cannot do while wearing the Vision Pro while moving.

Envisioning this scenario makes me believe that the Vision Pro is currently the most enticing product for motivating people in suboptimal health to embrace walking or running. They could even watch a movie or series while on the move, albeit not on the largest screen, but a manageable size. Although you can't maintain constant focus on a movie like you would at home, with the right hardware and software, you'll receive prompt warnings

whenever something enters your path. The movie will immediately pause, the screen will disappear, allowing you to fully focus on reality, and when the path is clear, the screen will reappear, and the movie will automatically resume according to your settings. I believe this is entirely feasible, like a self-driving car system tailored for walkers or runners—a self-warning system. You don't depend on this system, it's not necessary, but it's a very helpful and welcome option that makes you feel safer. Furthermore, I think Apple will ensure that breaking the new traffic rules while walking, running or driving becomes impossible. For instance, they may restrict entering theater mode while driving.

If I were to make a small prediction, I would say that the jocks will become the nerds, and vice versa, if I can still use this old form of language. Will the kids be more interested in sports that allow the use of a next-generation Vision device with an all-day battery in a smaller headset? Tennis is not suitable in this context because your eyes need to be on the ball, preventing you from watching a video or something else. Biking is suitable in this context as long as your eyes are also focused on what's in front of you on the road.

There might be a shift towards sports that make athletes "smarter" because they are more informed compared to before. Previously, they had to listen to podcasts or a walkman, and before that, they had to entertain themselves with their own thoughts while engaging in sports. This makes the athletes "smarter," and the "smarter" ones healthier.

Usually, I'm against companies that advertise their products to make exercising and sports more interesting and enjoyable. This is because having a healthy mind in a healthy body doesn't align with a healthy mind in a healthy body in an unhealthy world, and our planet is unhealthy in many ways. Many times, people with a strong belief in a healthy mind in a healthy body have been proven wrong because they neglected the unhealthy world.

Presenting themselves as smart because of their lifestyle, which supposedly leads to the longest and healthiest life, caused them to suffer greater setbacks. Having said this, it doesn't mean that exercising and sports are bad; on the contrary, they are beneficial. However, it's essential to address the unhealthy world just as much.

In this case, I'm willing to make an exception because, over time, the Vision Pro can also educate people who are exercising and participating in certain sports. This creates more awareness of the planet's poor condition due to human interference. It also allows for more solutions when the sense of urgency is greater, leading to more people actively thinking about the solutions.

It would be an exaggeration to claim that promoting the Vision Pro as a pocketless computer, instead of a spatial computer with different emphases, would be the sole reason why people become aware that it is a device that enhances the world. However, there is some truth to it.

The term 'pocketless computer' is fitting when considering that no computers are typically used while walking, running, or driving. There are a few exceptions, such as using voice commands with AirPods to perform specific tasks on an iPhone in your pocket, but it never provides the complete experience. Any computer you carry with you must be 'put in your pocket' when you're on the move, except for the Apple Watch, although it doesn't fully qualify as a computing device due to its small screen. While there may be cases where an iPhone can be used while walking, most people would advise against it since anything displayed on the screen can distract from reality.

The Vision Pro appears to offer a solution. I have no doubt that Vision Pro owners will demand all possible functionalities while on the go, and Apple will attentively listen, address their needs, and ultimately succeed over time.

ALL FUNCTIONALITIES

Can you have all computer functionalities while walking, running, or driving? The way I see it—and you don't need to agree with me—you first need to maximize the potential of voice commands and eye tracking systems. Anything achievable through these methods should be available as an option. For example, blinking one or two eyes for commands. This way, you can maintain a natural flow of movement without requiring the use of your hands and arms.

Additionally, the Vision Pro should include all features found in an iPhone, such as the accelerometer and gyroscope, which can enhance functionality through head movements. These three approaches constitute the primary methods when using the Vision Pro on the go.

A significant portion of conventional computing relies on keyboards and mice/trackpads. I believe it's possible to refine typing on a virtual keyboard with the Vision Pro, utilizing the three primary approaches. Voice commands eliminate the need for a virtual keyboard entirely. While using eye tracking and head movements, a virtual keyboard could be utilized and although it may not be as efficient, an option doesn't hinder usability when not in use.

An option never impedes when it's not being utilized. Apple should take this principle to heart. For instance, in the podcast app, it's currently impossible to display an old recording device on the screen while playing a podcast, even though it used to be in the first version of the podcast app. Hence, it would never interfere to have that option accessible.

Based on what I saw in the keynote, the same principle applies to mouse or trackpad functionality. It may require training your eyes, or perhaps just one eye, similar to how a cartoonist hones their hand-drawing skills. Additionally, training head movements could be applicable. However, it's highly unlikely that someone

would create artwork while running; those instances would be rare. Most users would engage in spatial computing related to work documents or consume, create, and upload content—for instance, a podcast with autogenerated subtitles.

Few people would operate a computer with their hands while walking, running, or driving, and definitely not while driving due to safety considerations. However, as I mentioned earlier, an option should never hinder when it’s not in use, as long as safety measures permit.

Although we haven’t yet received positive feedback from users regarding practical applications of the Vision Pro while mobile, I already know that that is going to be a big universe inside our own.

In conclusion, the Vision Pro is a computer that can be used while walking, running, or driving, with some limitations but numerous practical applications. Especially the next generation devices. This may contribute to a smarter and more active world. I hope companies won’t mandate their employees to work with a Vision Pro while walking or running, as there’s a significant difference between a theoretically healthy approach and real-world implementation. Instead, providing options without considering those who don’t engage in physical movement as inferior would be a more favorable approach, in my opinion.

A PERSONAL FAVORITE

Something I’d like to see added to the Vision Pro becomes clearer when you first take a look at the picture below.

It can be compared to a selfie stick. The picture serves to give you an idea of how Apple can aesthetically implement this feature inside the Vision Pro. You might not even notice this add-on when

it’s not being used.
The idea is that the end of the stick would have a high-end camera, possibly two, along with Face ID technology. The stick would have the ability to turn left, right, up, and down, and could be adjusted in length, similar to the antenna of a portable radio. I would like this because it would allow you to play the guitar in an air guitar style while actually playing the notes. The ‘selfie stick’ would track your hands and fingers, displaying their positions on a virtual guitar using augmented reality. You could even look ahead to see your hands, fingers, and the virtual guitar. I believe that over time, even professional guitarists would be impressed, especially when the guitars are audio modeled like in the current Pianoteq8 app.
However, the majority of users would likely use it for ‘selfie’ photo and video purposes. Imagine someone creating a podcast while walking or running, utilizing various audio and video effects to enhance the experience. Background noise would be minimized, and there would be an option to ‘live deepfake’ the Vision Pro away so that people can see the full face in a video podcast.
I believe that when two people engage in 3D FaceTime with these sticks, positioned at eye level (camera and lidar), and when both sticks (camera and lidar) are placed equidistant from their eyes, they can maintain eye contact while communicating. I think they can even do more around maintaining eye contact.
I can’t wait for this time to come, to quote a line from the song ‘Deep Down & Dirty’ by The Stereo Mc’s.

THE PHASES

What is phase two, considering phase one is the initial version of the Vision Pro? Phase two refers to the reduction of the device size to that of sunglasses. It may seem impossible to some, but history shows that previous technological advancements were also considered impossible at one point.
What is phase three? Phase three entails further size reduction to the level of contact lenses.
Will there be fewer functionalities? I believe there might be some trade-offs, but there could be workarounds similar to AirPods to complement phase three. Additionally, there could be a necklace designed for tracking hand and finger movements. Assuming these contact lenses reach a level of sophistication with very small cameras, a display on the front may not be necessary. However, super tiny displays connected to the cameras on the lenses would still be required, unless there are already advancements in completely transparent contact lenses that can change each pixel’s transparency, enabling augmented reality functionality. This concept is reminiscent of sunglasses that become tinted only when exposed to sunlight, remaining clear otherwise.
Where will the battery be located in these contact lenses? By then, energy harvesting or electricity generation from unconventional sources may have developed, eliminating the need for traditional batteries.
To make this seemingly unbelievable concept more plausible, I have created an accompanying picture.

The metallic arm situated between the moon and the Earth can scoop ocean water to simulate the tides. Significantly high energy is required to set the metal arm in motion and replicate the tides. Removing the metal arm doesn't reduce the energy needed to cause the tides, as it's the nothingness between the moon and the Earth that generates the energy responsible for pulling the ocean water and causing the tides.

Now, let's talk about Phase Four, which is the most intriguing phase known as the Enhance Pro. During this phase, nanobots from advanced generations have the ability to pass through the human skull while leaving it completely intact. This concept is based on the "robot half robot" theory, where a robot can create a replica of itself that is half its original length. Essentially, the entire body shrinks to half its size. This smaller robot, which is half the length, can replicate the process, resulting in a chain of smaller robots. Each robot in the chain performs the same tasks as the first robot effortlessly. This theory laid the foundation for the development of these nanobots. A theory that does not adhere to the principle of the Planck length, either in entirety or

due to an as-yet-unknown workaround.
These nanobots carry materials with them to construct a chip inside the brain, which remains connected to the brain. This chip has the capability to access and process all inputs and outputs of the brain, including sight, hearing, smell, taste, and touch, as well as every command sent from the brain to various parts of the body. It can also simulate any brain-related input or output. As a result, the Vision Pro's capabilities are enhanced and expanded. For instance, you could see a rose in your room approaching you and perceive its scent. Both the rose and its fragrance provide additional visual and olfactory inputs to the brain through the chip. Moreover, the chip precisely identifies what you are specifically looking at, as it has access to the visual input that travels from the eyes to the brain. While the chip cannot directly see your hands, it can access the signals your brain sends to your hands, enabling it to understand the commands associated with different movements made by your hands and fingers. The concept can be extended to include feet as well, such as simulating the experience of playing drums on virtual audio-modeled drum kits.
When you place your palm and fingers on a table surface and raise one finger, the chip should be capable of accurately calculating the exact height to which you raised your finger, based on the signals transmitted from your brain to your finger. After precise visual calibration, the chip should continuously know the positions of all your body parts without requiring direct visual observation or the use of lidar technology (which was present in the Vision Pro but not in the Enhance Pro).
Regarding data transfer for the Enhance Pro, it utilizes quantum data teleportation. This process involves the transmission of data from point A to point B without physical movement between the two. It's worth mentioning that touch will also be a part of this phase. When interacting with augmented or virtual objects, the chip can simultaneously provide sensory input to the brain,

allowing you to feel the touch sensation.
If you want to sense with your hand, you'll need to look at it; however, there are some exceptions.
Phase Four is expected to take a considerable amount of time before a potential fifth phase is ever realized.

APPLICATIONS

Even though many companies have specific and valuable applications for the Vision Pro, I will provide a list of uses that can be enjoyed by everyone:

1. Experience watching the new NCIS episode with the new McGee and Abby, using a Vision Pro and sharing their viewing experience with the others who are also wearing one.
2. Imagine being a soccer referee who can instantly replay a missed potential foul in 3D, saving fans from unnecessary game delays.
3. Progressive music bands can hold live concerts in their hometowns, while fans worldwide can watch the performances in 3D. Switch camera angles and points of view, similar to map apps offering street view. Use a special app that combines the stage and fans, creating an immersive experience. Additionally, mix the live music with the sound of the crowd. Afterward, concerts can be rented or purchased with all available options. YouTube might adopt this format, allowing for free concerts, with or without ads.
4. Enjoy playing any board game with your family in 3D, where everyone can change their perspective and see the game as if they were sitting somewhere else at the table. No need to unpack or clean up the game afterward. You might even be able to virtually roll dice.
5. Engage in a tennis match with anyone worldwide on a half-court-sized piece of flat ground. For safety, the augmented court could be partially transparent. The cameras and lidar provide an optimized field of vision, giving the impression of playing virtual tennis on a real-sized court. Although you won’t feel the ball upon impact yet, the overall experience remains largely the same.
6. Use the Vision Pro as a plane simulator for initial pilot

training lessons if that's your hobby.

7. Embark on a treasure hunt in the real world, from local to global levels. Augmented clues and hints can be found at specific locations when your inbuilt compass and GPS, utilizing ultra-precise satellites, identifies them.
8. Facilitate remote work for desk job employees, especially with the integration of "deepfake" device erasure through the selfie stick. While physical contact with co-workers is eliminated, this can be relieving in the era of the #MeToo movement, as potential predators can be physically distant. For tasks requiring physical presence, see through the cameras of the person you're talking to (with their consent) and ask them to look in specific directions to provide explanations or assistance. This reduces traffic, benefits the environment, and saves time as people no longer need to commute. Manual laborers who still need to commute are either financially compensated or offered accommodation near the workplace, converting former desk spaces into apartments. The vacant homes from those who chose to relocate can then be utilized for housing projects for low-income individuals (more on this later when discussing the "permicrasy").
9. Augment road directions by strategically overlaying them as augmented reality throughout your field of vision being the real-world that starts in 4K quality. Additionally, other useful information about your current location can be placed strategically.
10. When attending a costume party, create a lifelike virtual costume using the Vision Pro. Everyone at the party who wears a Vision Pro will see you in your virtual creation, as it is projected onto you in real-time.

THE REPLACER

Imagine traveling back to the 80s with a time machine, equipped only with the latest iPhone. As you demonstrate its capabilities, they'll be amazed at how many devices it replaces, such as:

- TV
- Phone (including satellite phones)
- Typewriter
- Physical mailbox
- Phonebook
- Audio recorder
- Radio (except FM and DAB)
- Record player
- Video/photo camera
- Unlimited creation of drawings, cartoons and paintings
- GPS
- Flashlight
- Compass
- Scanner (even 3D)
- Music studio
- Video/photo production tools
- Text editor
- An AI-powered assistant for various tasks
- Calendar
- Reminder
- Book reader
- Newspapers and magazines reader
- Magnifying glass
- Motion detector
- Wallet
- A portable shop for all legal products, local and global
- Create, read and send documents, spreadsheets and presentations
- Measurement tool for lengths

- Calculator and converter

Considering the adjusted inflation price and comparing it to the cost of all these individual devices, people from the 80s would find the iPhone quite inexpensive. This perspective should also be applied when looking at the Vision Pro of the future, as someone from the future could explain its affordability and the multitude of devices it replaces, such as the Apple Watch, iPhone, iPad and the MacBooks. Although some might still opt for the Mac Studio and Mac Pro due to their computing power needs, the Vision Pro can fully use these devices with the convenience of internet access from anywhere.
Apple may not currently favor this idea, but as customers demand more all-in-one functionality and the competition sees potential, it is inevitable that progress will move towards such devices. For instance, if health monitoring proves equally effective on the head with a Vision Pro as on the wrist with an Apple Watch, many will request this feature. Apple wouldn’t want a repeat of the 1984 commercial, in which they are the grey target, unlike in the 80s when they aimed at the dominant company with a monopoly.

To avoid becoming the grey obsolete one, they should embrace the replacer concept and avoid being surpassed by an outsider with fresh ideas and colorful solutions.
On this planet, large companies, driven solely by their greed, experience a period of success before ultimately sabotaging their own progress. This occurs due to disruptors who render their products or services obsolete or offer equally good or better alternatives at a lower price.
Qualitative greed can drive progress for a while by encouraging the creation of better quality products because expensive products or services lacking quality lose out to those that prioritize excellence. However, if there hadn’t been greed throughout history, we would already be living in a fully automated world, where no work is required.
People generally view a world without any greed as unrealistic. So, while greed, especially of the qualitative kind, can be seen as the best alternative, it also leads to self-destruction in the end.

THE LOYAL CUSTOMERS

At this moment, Apple doesn’t seem to be facing any significant disruptive threat, but one can never predict unexpected market changes. Google didn’t anticipate ChatGPT’s emergence and considered the possibility of becoming obsolete.
What if Apple could provide the Vision Pro to everyone for free while maintaining or even increasing their profits? While everybody considers this impossible, there’s a way to achieve it. In my other free short ebook titled ‘The Permicrasy,’ you can explore a system that makes this concept viable. You can continue reading here without reading that ebook, but then you wouldn’t discover who pays for the sold products instead of the customers.
Under this system, Apple would excel since customers wouldn’t base their choices solely on the price. Everyone would receive the free Vision Pro because it’s currently the best headset available. At present, some might buy headsets from other companies, thinking they don’t need this too expensive spatial computing, unaware of its broader capabilities beyond creating documents, videos, or audio with or without music.
Consequently, all customers would remain loyal until and for how long phase four lasts. The Vision Pro, combined with the permicrasy, will accelerate progress towards a fully automated world where people won’t need to work, yet retain the ability to work at will, from the moment they feel like it until the moment they no longer feel like it.

AFTERWORD

I’d like to express my gratitude for taking the time to read this short eBook about the future of the Vision Pro. I hope you found it meaningful and perhaps even had an epiphany while reading it. Alternatively, I hope it reaffirmed your own ideas about its future. Lastly, I hope that Apple finds value in this eBook as well, considering it will also be published on the Apple Bookstore.

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